

Figure 1 is a block diagram illustrating the architecture of a video conversion system. The system is divided into two main sections: a client side and a server side, connected via a network.

Client Side (Left):

- VIDEO CLIENT 103:** Represented by a monitor icon.
- CPU 105:** The central processing unit of the client.
- HARD DISK 108:** Storage for the client.
- MESSAGE TRANSCIEVER 110:** A central component for message exchange.
- Internal Modules (111-113):**
 - 111 MESSAGE INTERPRETER:** Receives messages from the network.
 - 112 CLIENT SESSION MANAGER:** Manages client sessions.
 - 113 SERVER INFORMATION MANAGER:** Manages server information.

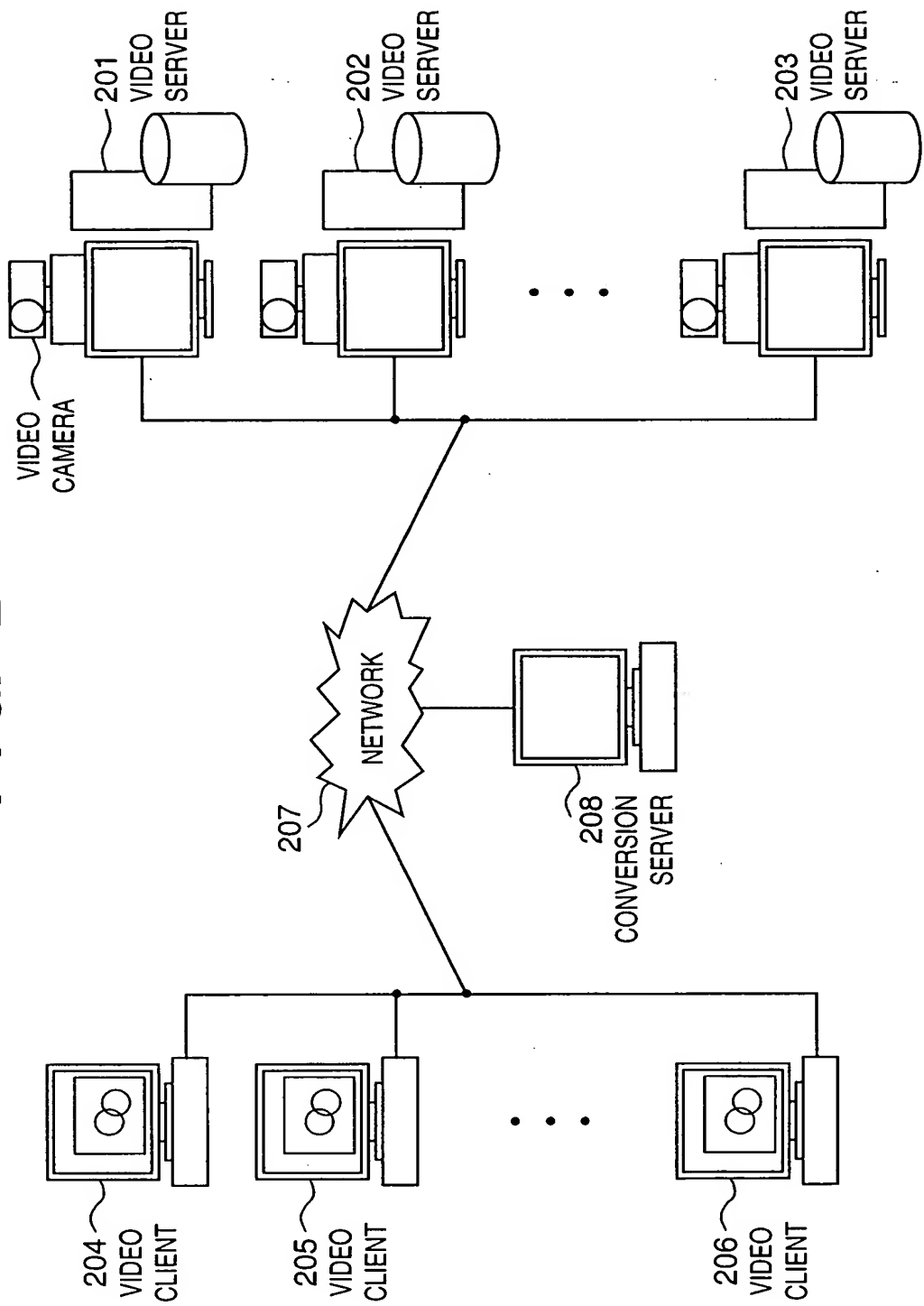
Server Side (Right):

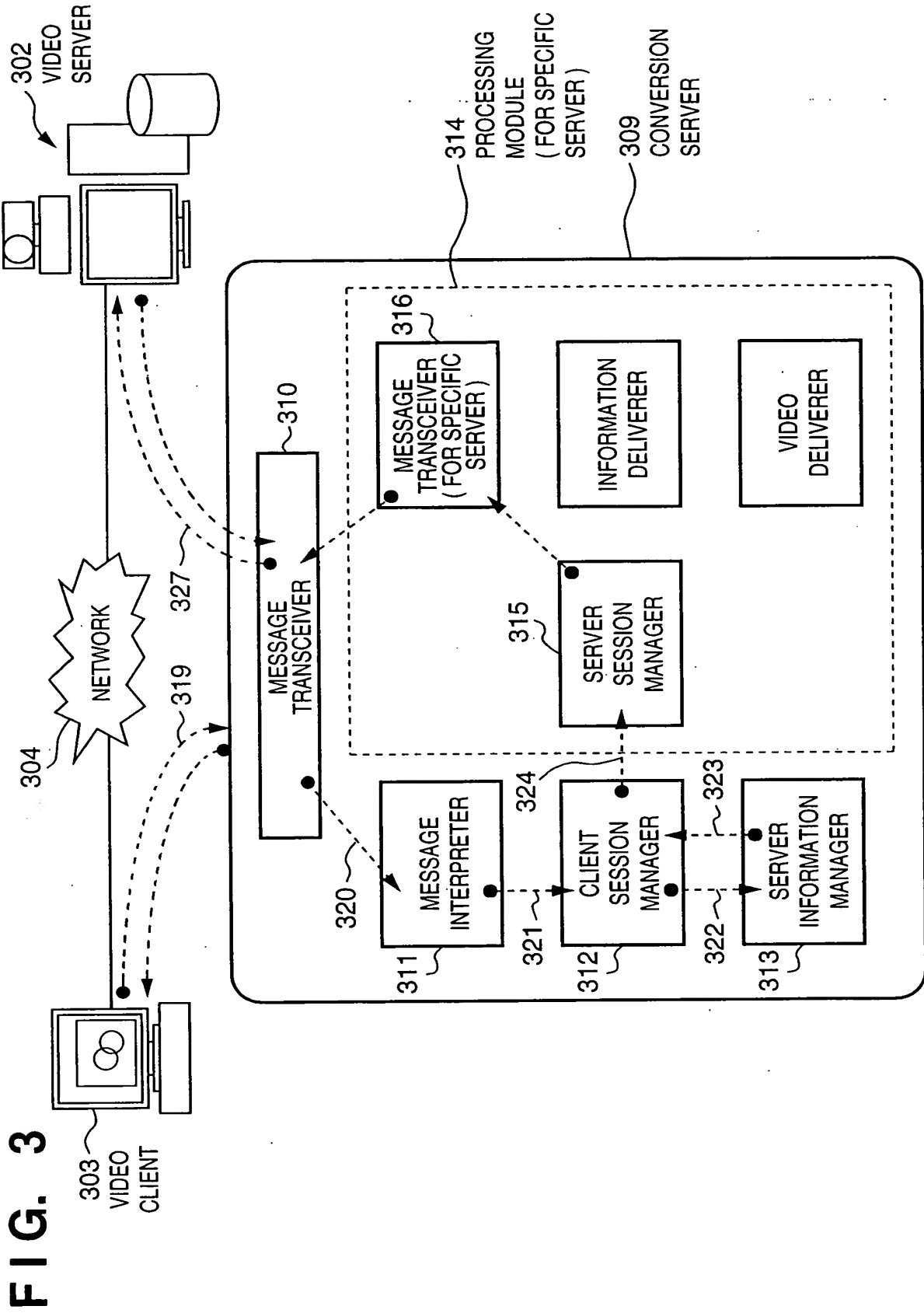
- VIDEO SERVER 102:** Represented by a monitor icon.
- PROCESSING MODULE (FOR SPECIFIC SERVER) 114:** The main processing unit of the server.
- INTERNAL MODULES (115-118):**
 - 115 SERVER SESSION MANAGER:** Manages server sessions.
 - 116 INFORMATION DELIVERER:** Delivers information to the client.
 - 117 VIDEO DELIVERER:** Delivers video content to the client.
 - 118 MESSAGE TRANSCIEVER (FOR SPECIFIC SERVER):** Manages message exchange for the server.

Network and Other Components:

- NETWORK 104:** Connects the client and server.
- MAIN MEMORY 107:** Shared memory between the client and server.
- CONVERSION SERVER 109:** A server dedicated to conversion tasks.
- CONVERSION SERVER (HOST) 101:** The host server for conversion.

FIG. 2





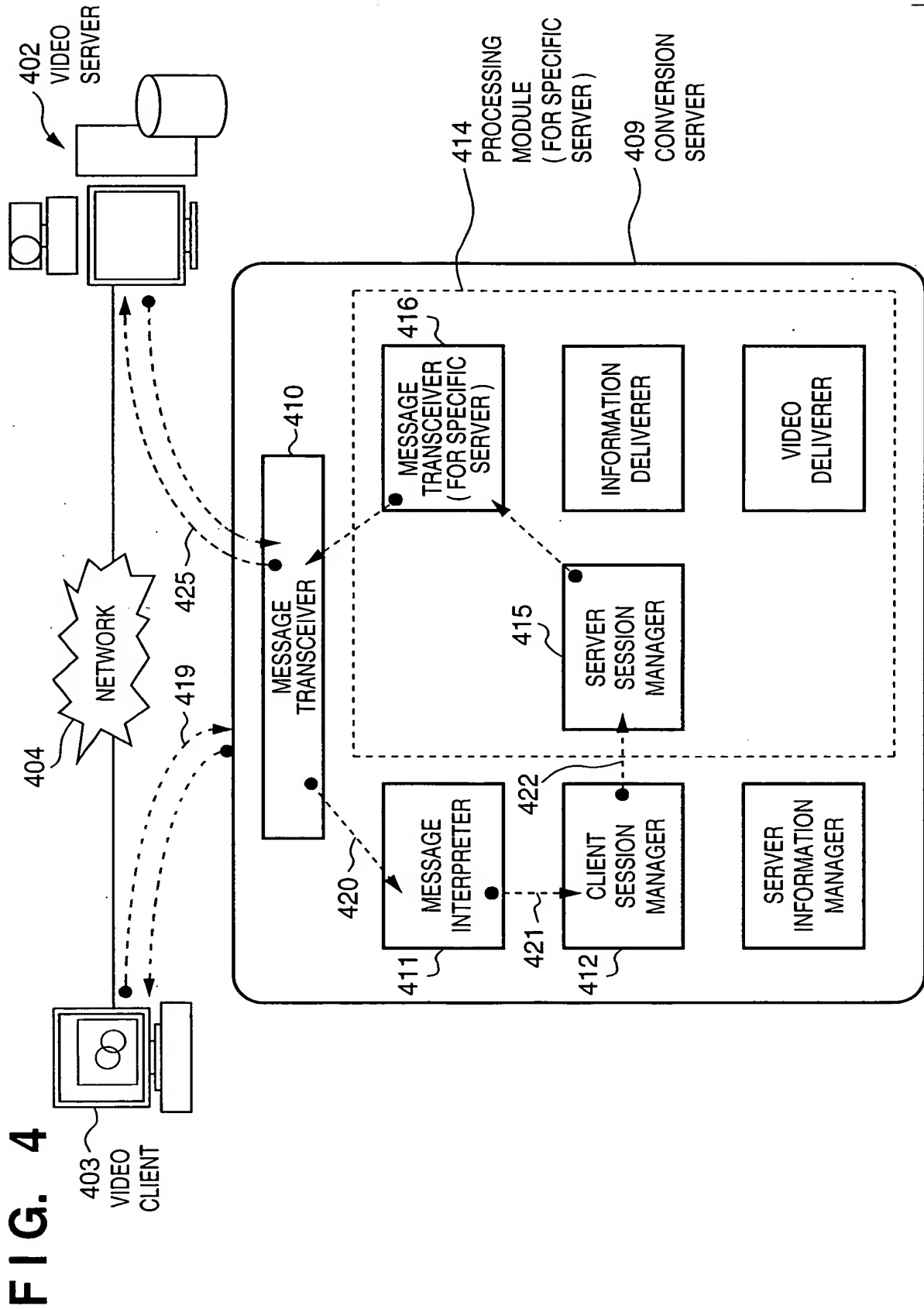


FIG. 6

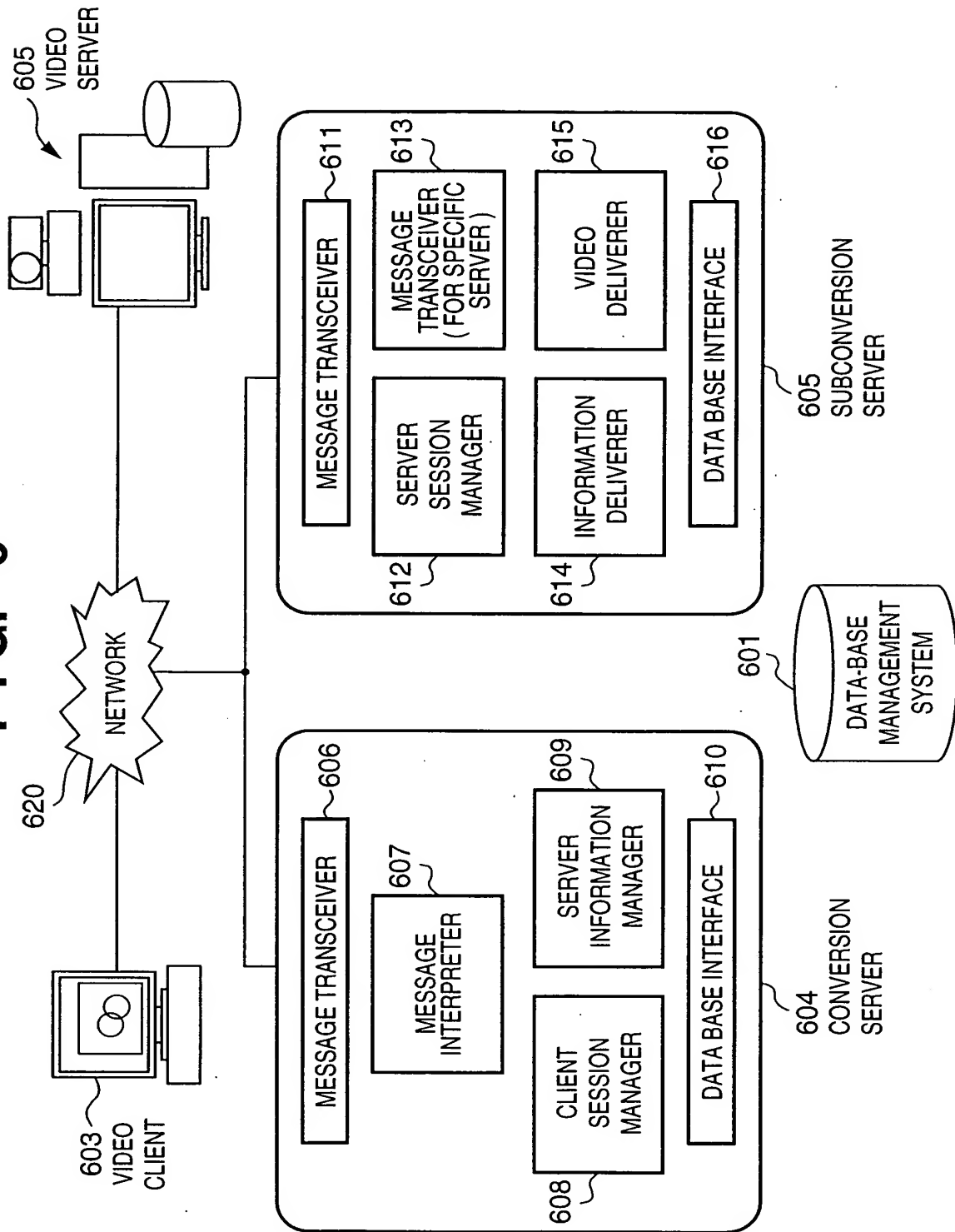


FIG. 7

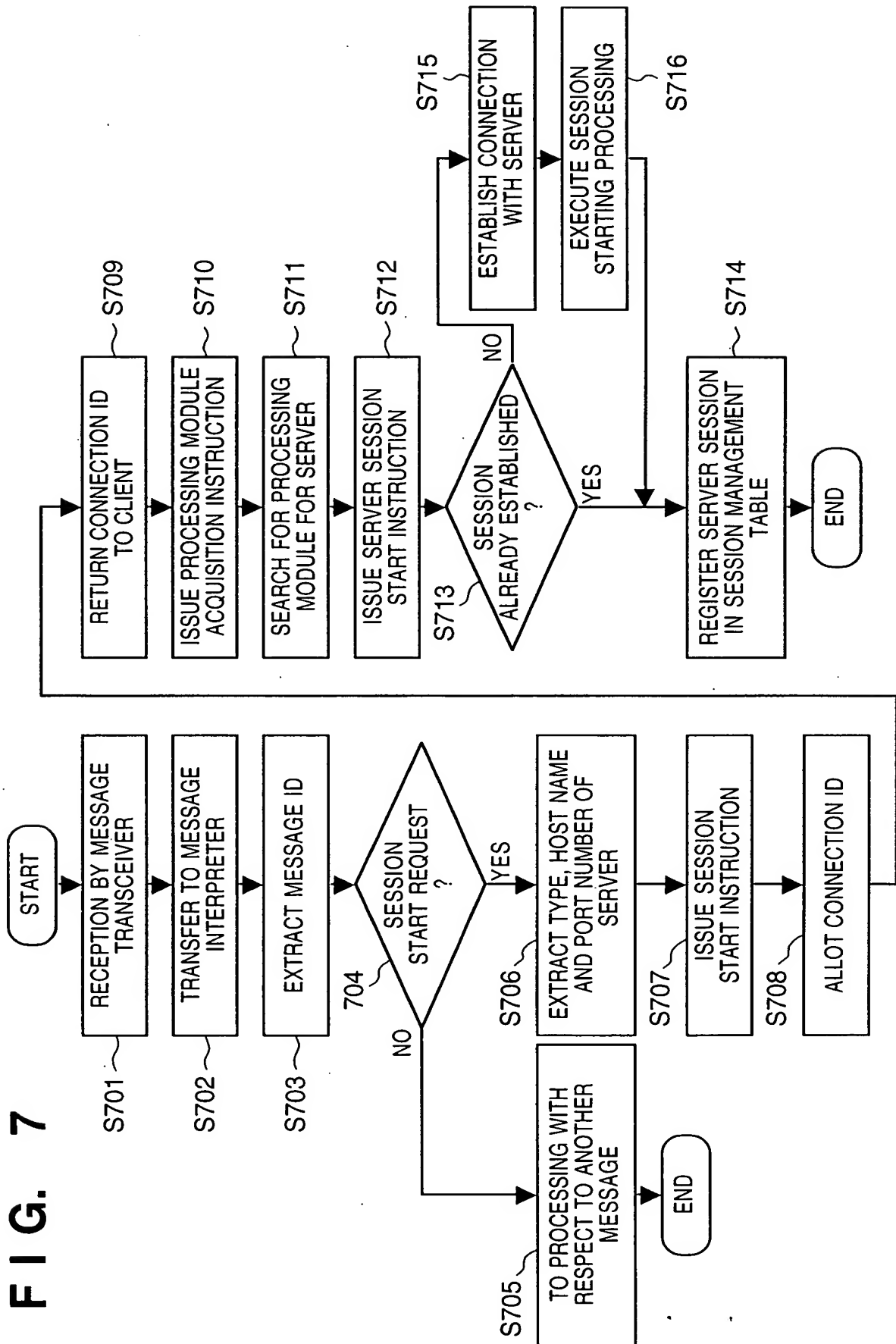


FIG. 8

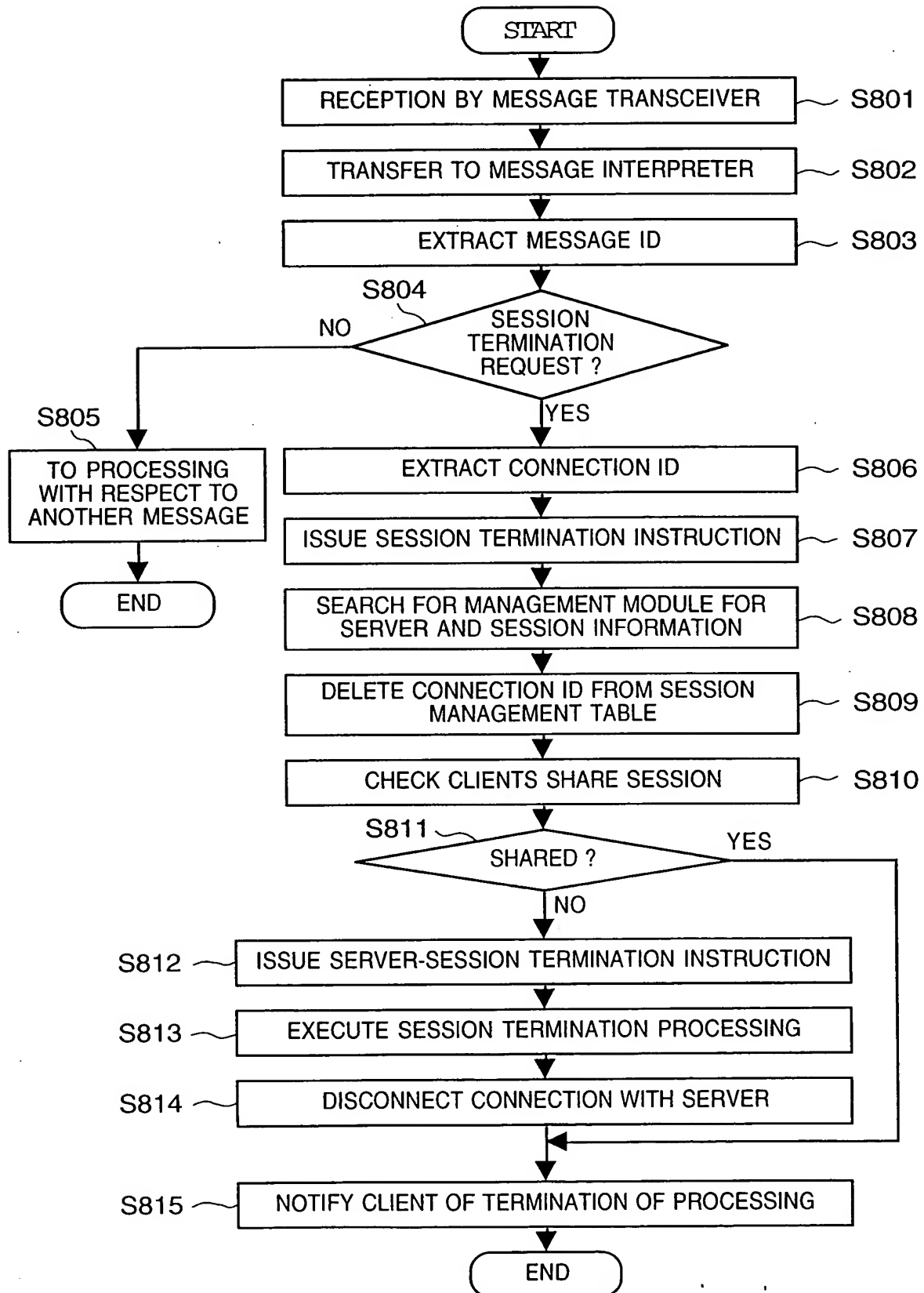


FIG. 9

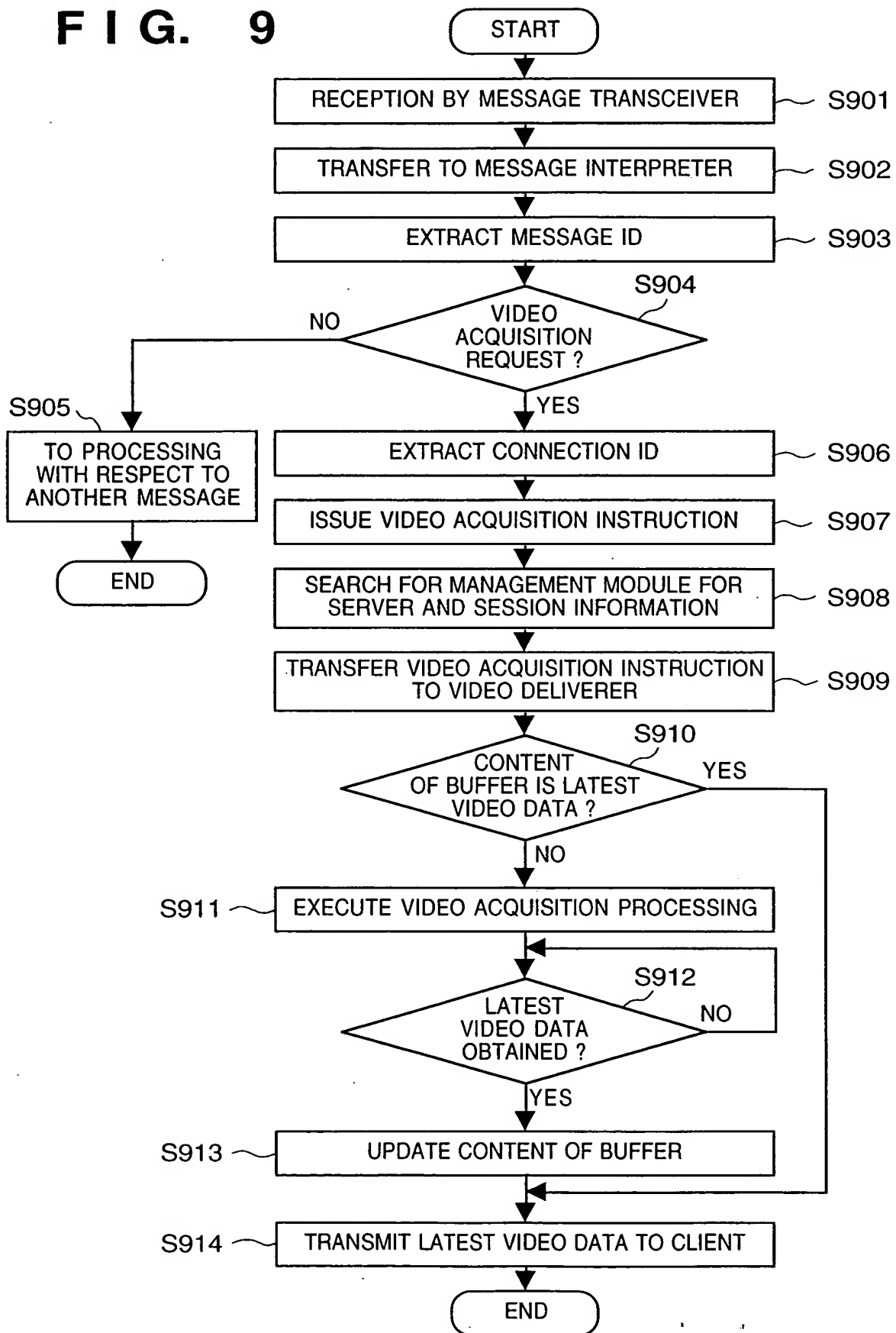


FIG. 10

